

Displacement, Speed, Velocity, and Acceleration

$$\Delta x = x_2 - x_1 \text{ (similarly for } \Delta y, \text{ etc.)}$$

$$\bar{v}_x = \frac{\Delta x}{\Delta t} = \frac{x_2 - x_1}{t_2 - t_1} \text{ (similarly for } \bar{v}_y, \text{ etc.)}$$

$$\bar{s} = \frac{\text{total distance}}{\Delta t}$$

$$s = \sqrt{v_x^2 + v_y^2}$$

$$\bar{a} = \frac{\Delta v}{\Delta t}$$

Constant Acceleration

$$x_f = x_i + v_{ix} \Delta t + \frac{1}{2} a_x \Delta t^2$$

$$v_{fx} = v_{ix} + a_x \Delta t$$

$$v_{fx}^2 = v_{ix}^2 + 2a_x(x_f - x_i)$$

$$x_f = x_i + \frac{1}{2}(v_{ix} + v_{fx}) \Delta t$$

Vectors

$$\vec{A} = A_x \hat{x} + A_y \hat{y} + A_z \hat{z}$$

$$A = |\vec{A}| = \sqrt{A_x^2 + A_y^2 + A_z^2}$$

$$q = \arctan\left(\frac{A_y}{A_x}\right)$$

$$A_x = A \cos q$$

$$A_y = A \sin q$$

Forces

Name an object or group of objects !!!!

$$\Sigma F_x = ma_x, \quad \Sigma F_y = ma_y$$

$$W = mg \text{ (down)}$$

$$f_{s,\max} = \mu_s N$$

$$f_k = \mu_k N$$

Projectile Motion

(assumes +y is upwards)

$$a_x = 0$$

$$a_y = -g$$

$$g = +9.8 \frac{\text{m}}{\text{s}^2}$$

$$\tan q_0 = \frac{v_{0y}}{v_{0x}}$$

$$v_{0x} = |v_0| \cos q_0$$

$$v_{0y} = |v_0| \sin q_0$$

$$y = y_0 + (x - x_0) \left(\frac{v_{0y}}{v_{0x}} \right) - \frac{g(x - x_0)^2}{2v_{0x}^2}$$

or

$$y = y_0 + (x - x_0) \tan q_0 - \frac{g(x - x_0)^2}{2(v_0 \cos q_0)^2}$$

$$R = \frac{v_0^2}{g} \sin(2q_0)$$

(destination and source at same height)

Gravity

$$F = G \frac{m_1 m_2}{r^2}$$

$$G = 6.67 \times 10^{-11} \frac{\text{Nm}^2}{\text{kg}^2}$$

$$T = 2\pi \sqrt{\frac{R^3}{GM}}$$

Work, Energy, Power

$$W_F = F \cdot \Delta x \cdot \cos q \text{ (note } \cos 180^\circ = -1)$$

$$\Sigma W = KE_f - KE_i$$

$$KE = \frac{1}{2} m v^2$$

$$\bar{P} = \frac{W}{\Delta t} = F \cdot v$$

$$PE_{2g} = mgy_2 \text{ if } +y \text{ is upwards}$$

$$E = KE + PE_g$$

$$E_2 = E_1 + W_{1 \rightarrow 2, \text{all but gravity}} \text{ SO:}$$

$$KE_2 + PE_2 = KE_1 + PE_1 + W_{1 \rightarrow 2, \text{all but gravity}}$$

Momentum & Impulse

$$\vec{p} = m\vec{v}$$

$$\Sigma \vec{F} \cdot \Delta t = \Delta \vec{p}$$

$$\Sigma \vec{F}_x \cdot \Delta t = m(v_{fx} - v_{ix})$$

$$\vec{p}_f = \vec{p}_i \text{ if } \Sigma \vec{F} = 0$$

$$\vec{J} = \Sigma \vec{F} \cdot \Delta t$$

1D Elastic Collisions

$$v_{1f} = \frac{m_1 - m_2}{m_1 + m_2} v_{1i} + \frac{2m_2}{m_1 + m_2} v_{2i}$$

$$v_{2f} = \frac{2m_1}{m_1 + m_2} v_{1i} + \frac{m_2 - m_1}{m_1 + m_2} v_{2i}$$

Constant Angular Acceleration

$$q = q_0 + \omega_0 \Delta t + \frac{1}{2} a \Delta t^2$$

$$\omega = \omega_0 + a \Delta t$$

$$\omega^2 = \omega_0^2 + 2a(q - q_0)$$

$$q - q_0 = \frac{1}{2}(\omega + \omega_0) \Delta t$$

Circular Motion & Rotation

$$|a_c| = \frac{v^2}{r} = r\omega^2 \text{ toward s the center of the circle}$$

$$|a_t| = r\alpha$$

$$T = \frac{2\pi r}{v} = \frac{2\pi}{\omega} = \frac{1}{f} \text{ (constant speed)}$$

$$s = r\Delta q \text{ (distance traveled, } \Delta q \text{ in radians)}$$

$$T = 2\pi \sqrt{\frac{R^3}{GM}} \text{ (orbits)}$$

$$\Delta q = q_f - q_i$$

$$\omega_{\text{average}} = \frac{\Delta q}{\Delta t}$$

$$a_{\text{average}} = \frac{\Delta \omega}{\Delta t}$$

$$v = R\omega \text{ (on a rotating object)}$$

$$r_A \omega_A = r_B \omega_B \text{ (gears)}$$

$$KE_{\text{rotation}} = \frac{1}{2} I \omega^2$$

$$W = t \Delta q$$

$$L = I \omega$$

$$L_{\text{particle}} = m r_{\perp} v$$

$$\Sigma t \Delta t = \Delta L$$

Center of Mass

$$x_{CM} = \frac{1}{m_{\text{tot}}} \Sigma m_i x_i$$

Rolling

$$N = \frac{L}{2pR}$$

$$v_{CM} = R\omega$$

$$a_{CM} = R\alpha$$

Torque

$$\Sigma t = I \alpha$$

$$|t| = |R_{\perp} F|$$

$$I_{\text{particle}} = m r^2$$

$$I_{\text{parallel axis}} = I_{CM} + m h^2$$